

Alex Kidd™ The Lost Stars



SEGA

Getting Involved:

Starting Up

- 1 Make sure the power switch is OFF
- 2 Insert the ALICE Pack™ (the 16MB START cartridge) in the Power Base (shown below) as described in your SEGA SYSTEM™ manual
- 3 Turn the power switch ON. If nothing appears on the screen turn the power switch off, remove the cartridge and retry insertion.

IMPORTANT:

Always make sure the Power Base is turned OFF when inserting or removing your Sega MegaCartridge™.

For one player only Push the START button on Control Pad #1



The Kidd Returns

Now Alak Kidd, the little guy with big ears... and a big nose for adventure!

Here also the Green Prince of Aran, the Muscle World, when danger threatens, runs to Shelly. There is some to the rescue.

In his last adventure, ALAK KIDD: THE MUSCLE WORLDTM, Alak learned of the royal blood all he loved Aran from the tyrannical rule of the evil Jester the Green.

With his forces back in place as the rightful King of Aran, Alak set to explore the mysteries of Muscle World... until the hidden signs of the After Conditioners were taken from the sky! But why?

Alak traveled to the big city of Bismarck, thermal in search of answers. There he found the ancient wizard Delecta, creating an odd, magical scroll.

Delecta told him that... one thousand years ago a mysterious evil creature called Zogger had stolen the same signs from Aran sky. A wise guru by the name of Habbie Kidd... "Kidd's ancestor" had journeyed beyond the realm of space and time to defeat Zogger and rescue the signs of the sky. But before Zogger fled, he vowed to someday return and bring the sky back to his kingdom.

Now that day had come. Zogger had come again to Aran and that is... get them back. And would have to take another's footstep into the unknown.

"Where do I begin?" Alak asked Delecta quickly and opened a magic doorway where only he had been before. "To save the signs of the Aran sky, step through the door between worlds!"

Alak knew that if he failed on this quest, the signs of Aran would forever be odd and dark. There was only one thing to do. He stepped through the door.

The Lost Item

You are Alex Kidd. You first step has taken you into the six other worlds. Here anything is possible and everything is strange.

In order to return the items to the Arche Committee you must recover the 12 Miracle Balls in which Ziggard had the items. Two Miracle Balls have been hidden in each of the six worlds.

The position of Ziggard made sure the Miracle Balls were guarded by some very nasty traps and monsters. To get the Miracle Balls you will have to evade these obstacles.

And to frustrate those who try to stop him Ziggard also made sure that if the two 6 Miracle Balls were recovered and set back into the ring you would have to go back to the very beginning to get the other six items.

The journey will be long and filled with danger. Are you clever enough to beat the evil plans of Ziggard?

Taking Control

The functions controlled by the Control Pad will change according to which joystick axis is in

① DIRECTIONAL BUTTON
(D-Pad)

② BUTTON 1

③ BUTTON 2

On the screen

① Button

→ Moves Alex left or right

Button ②

→ To attack

Button ③

→ To jump



In The Water

© Buttons

- When pushed while holding Button B down, Alex can be moved UP, DOWN, LEFT, RIGHT and DiAGONALLY.

Button A

- To shoot

Buttons!

- Push down and Alex will float, Release and Alex will sink.

NOTE: Alex will float only as long as Button B is held down.



In The Air

© Buttons

- When Alex has a balloon, he can move in all eight directions.

Button L

- To shoot

Button R

- When on the ground, Alex will jump to grab a balloon.
- When Alex has a balloon, pressing this button will make him release it.



Object

You are Alex Wild. Your mission is to get back the stars that were stolen from the constellation. To do this, you must rescue the twelve missing balls.

You will receive one minute and every time you successfully complete a round, by completing the last six rounds, you will return half of the stars to the sky.

If you complete the last six rounds, then all the stars will come again, shine over the Miles Wild City of Education.

How to play the Game

Alex Wild™ The Lost Stars is a skill-based game. The game starts when your life meter, located in the top of the screen, turns completely white.

As long as your life meter is red you can continue playing, no matter how many misses you have!

If you make it through a round with red remaining in your life meter, your meter is increased in the next round.

Continuing Play

If your life meter runs while before you return the stars to the sky, the **SECRET MAJESTERY** screen gives you a way to continue your adventure.

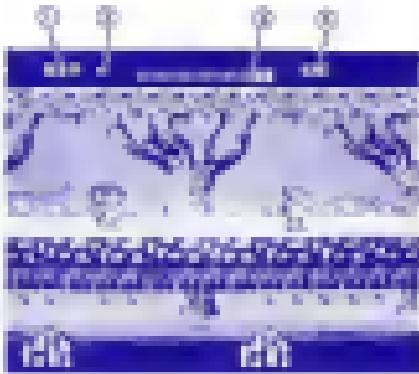
When the **Continue** screen appears, use the D-Button to select **CONTINUE** and press Button 1 or Button 2.

Your game will resume at the beginning of the round you selected in.

Getting Started

The image is *game of the kid™*. The **Life Meter**, press Button 1 or Button 2 in the course of the game, you will see the information on the screen.

- ① Number of Cloud Shows
- ② Super Jump
- ③ Life Meter
- ④ Number of Miracle Balls



10 of 10

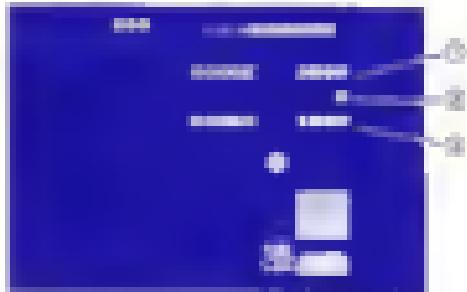
The main object of *Alas Kita!* The Lost Diary is to clear up the confusion by showing it is not as more important than getting a better score.

The same pattern appears in Fig. 1 and in each group.

- Total Score
- Score this Round
- Report

You receive a bonus at the end of each round. The bonus depends on how much of your life meter you have left. The more life meter, the higher the bonus.

If you can clear all the rounds and get a high score, then you are indeed a **SECRET** game player!



Special Items

From time to time, special items that will help you get through each round will appear.

Jump Star

If you catch this star, you'll be able to jump higher and farther for a limited amount of time.

Cloud Star

Get this star and you'll be able to shoot at objectives you see in the rounds by shooting targets. The number of shots you have will be shown in the upper left corner of the screen.

Power Star

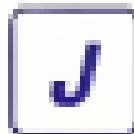
This will give you even more speed when in your vehicle.

Resources

Capture this star and precious time will be added to your life meter.

Item Alert

The special feature that there is a special item nearby: Jumping or shooting will reveal it. Please take note these items to claim them for extra points.



Special Items

- ② Money 1 000 points
- ② Photo's 1 000 points
- ② Mirror 1 000 points
- ② Puppet Show 1 000 points
- ② Cosmetic 1 000 points

The Six Magical Worlds

When the thief was stolen from the transportation, his tools were hidden in seven different worlds. But because of the way they were hidden, Alice must go through each world twice and journey back into space back to return all the items to the sky.

Rush would have his own special fun beauty and strength! As Alice walks you must decide when to run and jump when to shoot and maybe even when to stand still.

At the end of each round there will be a dangerous obstacle or big lightning you will have to avoid to end the round. Strength and timing will be your only way out!



①



②



③



④



⑤

The World Bank Group, 2013

They Want a bright colorful and
acceptably dangerous As you climb
and jump across the moving blocks
and dominoes, be careful or you'll fall
into a bottomless pit Try using the
tricycle car when the handpuppets. And
watch out for the card suddenly The
back of the big daddy and the mother
playing The They want it you are hit by
the musical notes from the trumpet
you'll lose part of your life meter

Wolfram|Alpha presents: 2010

Welcome to Machine World, where moving interests force you to master puzzle circuits and upgrade parts or risk destruction! Think fast and you'll be able to move across the pit, but watch out for the moving barriers or pits! It's a race for the big payout!



World of Man-Birds

(Pages 9 & 10)

It is best to live straight within your heart! But if you don't jump fast and shoot straight, the comical and dangerous creatures of the world will become all too real. Watch out for the disguised bird!

Water World (Pages 4 & 11)

This place for a suspension bridge with fire and a dragon ugly face, death charges and always make him try to send you to the living stage. But in clear the road you'll have to beat the winging players and her shadow!



Monster World (Pages 8 & 12)

Get ready for a really good scroll! All sorts of terrifying creatures are ready to attack your way! Do you believe you're up to it? If you want to get past the terrorizing critters!

The Giant's Belly (Pages 9 & 13)

If you don't make it through this scroll you'll end up in the Giant's tummy! You must travel through the meadow and down to the stream, without breaking the tiny garden paths. Before you get lost, you'll have to evade the wise blood oaks. They are hungry too... be wary!



The Shrine of Jigged (Pages 7 & 14)

This scroll will take you beyond the boundaries of the planet Arres... deep into outer space! Without gravity your jumps will be have no limit... so be mindful where you land. Each time you make it to the planet of Jigged, the Adonis Bulla will be released from the city, returning half the strength of the constellation.

If you clear the 10th scroll, all the planets of constellations will be restored and the good people of Arres will once again enjoy the beauty of starlight.



Helpful Hints

- Try to master the timing of jumping and maneuvering. The better you timing the better you will be able to like the rewards.
- Remember that time is of the essence but proceed with care. If you try to rush through the rounds you could make more mistakes and reduce your life meter fast for instance.
- Try to get every special item you see. The 100 items especially will help you build your life meter.
- Try to remember when and where the abundance happens in each round and be ready for them!

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MEGA SYSTEM.

For Proper Usage

Do not get wet!

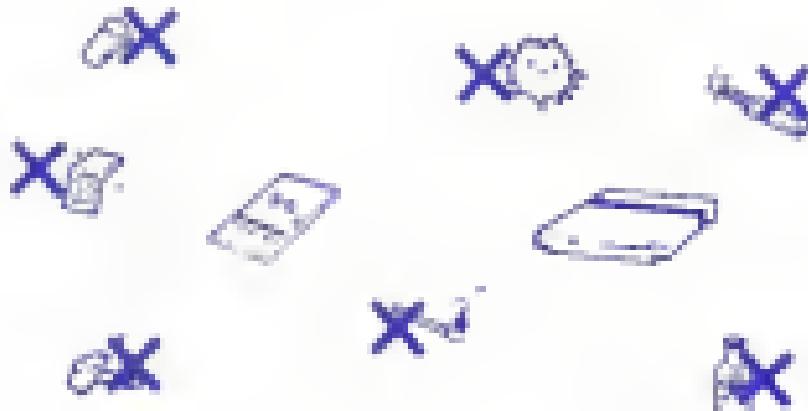
Do not bend! Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not place near any high temperature source!

Do not expose to flame, sunlight, etc.

- Especially caution not to stick anything on the SEGA CARD!
- When not completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in isopropyl alcohol.
- After use, store it in its case.



WORKSHEET

Name		
Date		
Score		

Name		
Date		
Score		

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Score		

WORKSHEET

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